



Fran Grgić

A product designer who can code, and do some other cool things.

Profile

I have a bachelor's degree in Computer Science and am currently studying for a double Master's degree in Human Computer Interaction and Design.

Since my early teens, I have been in love with technology, design, and animation. I have been working on multiple personal projects constantly running away from the status quo.

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Work Experience

- Nov 2020 – current
React Native Developer
Anyfin • Stockholm, Sweden
Fintech mobile application. Worked on a product that increased user retention from 18% to 40%.
- Oct 2019 – Apr 2020
Junior Full Stack Developer
Ars Futura • Zagreb, Croatia
Worked with startups and scaleups focusing on improving their codebase.
- Jan 2018 – Feb 2020 (contract)
UI/UX Designer
UVI Play • Zagreb, Croatia
Improving the web presence of companies with little to no digital content by creating custom WordPress themes and implementing SEO.
- Mar 2018 – Jul 2018
Junior Front End Developer
Reactor Studio • Zagreb, Croatia
Worked on an educational application in React Native with Redux.
- Jun 2017 – Oct 2017
Software Development Engineer Intern
CROZ • Zagreb, Croatia
The only team member with UI/UX background. Took a role of a designer for various clients.
- Jun 2016 – Nov 2016
QA Engineer
CS Computer Systems • Zagreb, Croatia
Manual and automatic testing and quality assurance for various products.

Education

- Sep 2021 – Sep 2022 (expected)
Université Paris-Saclay
MSc in Human Computer Interaction and Design • Paris, France
Specialization: Situated Interaction
- Aug 2020 – Jun 2021
KTH Royal Institute of Technology
MSc in ICT Innovation • Stockholm, Sweden
Specialization: Human Computer Interaction and Design
- Oct 2015 – Jul 2020
Faculty of Electrical Engineering and Computing
BSc in Computer Science • University of Zagreb, Croatia
Final Thesis: Classification of Importance and Urgency of Push Notifications Using Machine Learning

Professional Skills

Design & Animation

- Adobe **After Effects**
- Adobe **Photoshop**
- Adobe **Illustrator**
- Adobe **InDesign**
- Adobe **Xd**
- **Framer X**
- **Figma**
- **Procreate**
- **Cinema 4D**

Software Development

- **JavaScript/TypeScript** (React, React Native, Node.js, Express, Vue)
- **Java** (SE, EE, Android)
- **HTML/CSS** (Sass, Bootstrap)
- **Swift** (iOS)
- **C/C++**
- **PostgreSQL, MongoDB**
- **Git, Jira, Jenkins, Docker**

Languages

- **Croatian*** (native)
- **English** (fluent)
TOEFL iBT: **111/120**
- **French** (basic)

*Additionally, able to perfectly understand and communicate in Serbian, Bosnian, Montenegrin, as well as partially communicate in Slovenian and Macedonian.

Volunteer Work

Jun 2018 - Jun 2019

Vice President for Public Relations at the Board Of European Students of Technology Zagreb (BEST Zagreb)

Sep 2015 - Jul 2016

Film workshop instructor at Blank filmski inkubator

Interests

- Animation
- Cinematography
- Photography

Major Achievements

● Apr 2021 – ongoing

XAgo—Keep Track

Mobile productivity application

Created as a side project in one week. Published in April 2021, today has more than 1,000 monthly active users.

● Apr 2020 – ongoing

Bela Online—Belote & Friends

Online multiplayer card game for web and mobile

Co-creator of the game. Mainly focused on the React Native front end, design system, and the illustration of the game's assets. 5,000+ active players, 20,000+ downloads, and 5,000+ matches played daily.

● Nov 2019 – Apr 2020

1st Place in an App Development Competition

Lumen Development 2020

Designed and co-developed a social media application that won 1st place in the biggest Croatian app development competition.

● 18 May 2019 (24 hours)

1st Place in a Hackathon

Change Code 2019

Designed a web and iOS educational application in 24 hours that won 1st place in a competition between 12 finalist teams.

● Jan 2018 – Dec 2018

Main Organizer of AI BattleGround 4.0

Largest Croatian artificial intelligence hackathon

Led a team of 10 people that managed to organize the most profitable instance of the competition to date. I also co-developed a multiplayer game used as a topic of the competition.

● Feb 2018 – May 2018

A Brief History of Books and Publishing

Co-authored paper and created an educational web application

Hebrang Grgić, I., Grgić, F. & Despot, I. (2018) Implementing new technologies in publishing : enhanced printed books. U: Skala, K. (ur.)MIPRO 2018 : 41st International Convention : proceedings.

● Feb 2017 - Aug 2017

Introduction to Java Programming Language

Java development course

Completed the most extensive programming course available at University of Zagreb.

● Jan 2017 – Jun 2017

Let's Learn the Measurements

Educational Android application

Developed and designed an Android application co-funded by the EU that helps differently-abled children learn how to convert basic units of measurement.